JOHN ROMERO'S

大刀

DAIKATANA™

ION STORM™

EIDOS INTERACTIVE

Epilepsy Warning

Please read the following before using this video game or allowing your children to do so. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure when watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

ESRB Rating

This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Handling Your Compact Disc

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations specified on the system requirements of the game purchased.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

Need Help? Call the Eidos Interactive Hint Line
1-900-77EIDOS (773-4367) U.S. Only
Cost of call: $0.99/minute. Must be 18 years or have parent's permission. Touch-tone phone required.

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SETUP AND INSTALLATION

To Install Daikatana

Insert the *Daikatana* CD into CD-ROM drive.

If the AutoPlay on your CD-ROM drive has been enabled, click the "Install *Daikatana*" button and follow the instructions.

If the installation screen does not appear after a minute or so, double-click on the "My Computer" icon on your desktop. Double-click on the icon that represents your CD-ROM drive. Once you see the list of files on the CD, click on the "Autoplay.exe" file. You will then see the Autoplay screen. Follow the installation instructions.

If you experience difficulties installing *Daikatana*, please consult the Troubleshooting section of the README file.

CHARACTER PROFILES

MAIN CHARACTERS

Hiro Miyamoto

Hiro Miyamoto stands as a physical manifestation of all the traits that made the Miyamoto name legendary. Wise, patient, and virtuous, he is a young man possessed of many admirable qualities—with a moral compass that is beyond reproach. An expert in Japanese history and warfare as well as physics, Hiro is the Renaissance man to whom this century belongs.

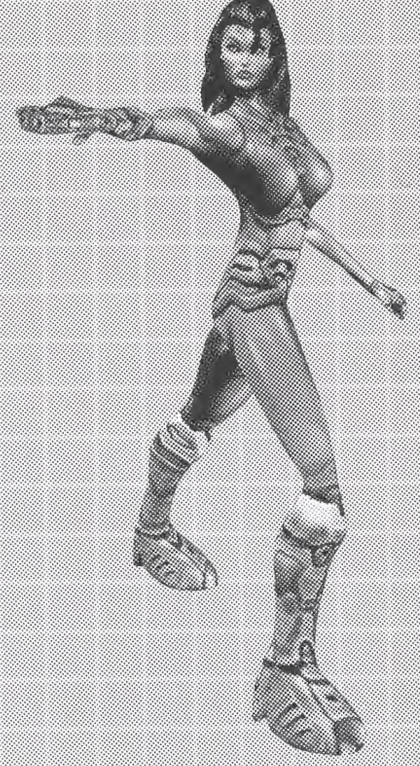
He also happens to be a direct descendant of Usagi Miyamoto, forger of the famed *daikatana*.

Mikiko Ebihara

Mikiko is Toshiro Ebihara's daughter. Like her father, she is stubborn and resolute in temperament. Beautiful as she is deadly, the fiery Mikiko behaves as one born into royalty, yet has an earthy attitude which highlights her strength and character.

Her mother died at an early age, so she was raised an only child by Toshiro. As a result, Mikiko and her father are extremely close.

That said, there's no telling how his brutal murder will affect her . . .



Superfly Johnson

A man of action, Superfly Johnson is a former security officer for Mishima Industries, where he worked for over five years.

During his tenure at the prison fortress he was exposed to all sorts of corruption and illicit practices on the part of his fellow workers. Repulsed by their behavior and his forced participation in their abuse of the defenseless prisoners, Superfly was a reluctant witness to countless transgressions.

Fed up with having to enforce Mishima's sadistic dictates, he finally confronted his superiors—who quickly rewarded him with a death sentence for what they called "insubordination and conspiracy against the state."

Details of his life prior to his time spent in Mishima's fortress are shrouded in mystery.

MISCELLANEOUS CHARACTERS

Kage Mishima

Edgy, irritable, and somewhat deranged, Kage Mishima is fueled by a warped sense of justice and an insatiable lust for vengeance. Serving as Toshiro Ebihara's twitchy yet brilliant assistant, Kage is more interested in furthering his own agenda than in any sort of benevolent scientific pursuits.

Considered by many to be socially inept, Kage has taken painstaking means to conceal his malevolent nature as well as his true heritage—for he is in fact a long-forgotten descendant of the oppressive Mishima clan. And he has nothing but contempt for the Ebihara and Miyamoto families.

Despite a large trust fund, Mishima has lived for the day when his family name will be restored to their proper place in history.

Thanks to the *daikatana*, the scheming Mishima sees an opportunity to rebuild the 16th century monarchy into a 25th century global empire. With Kage Mishima as self-proclaimed Emperor, of course.

Toshiro Ebihara

Toshiro Ebihara has devoted most of his life to recovering the *daikatana*— unfazed by the scorn and amusement heaped upon him by the scientific community. He believes the creation and burial of the fabled sword is inextricably linked with the Ebihara clan's rise to glory and power. To that end, Ebihara wishes to restore the sword to his family's altar as tribute to the noble Miyamoto legacy. He also intends to subject it to extensive probes in the hopes of learning more about its mighty properties and uncovering the blade's secrets.

Aside from his other accomplishments, Toshiro has the distinction of being the distant grandson of Tatsuo Ebihara, who discovered the cure for the dread Mutagenic Marburg-Pox filovirus in 2030 C.E.

THE STORY

History of the Daikatana

During the 16th century, the Shogunate Mishima ruled over the people of Japan with an iron fist and a bloody sword. Their only opposition came from the Ebihara clan—a group of warriors dedicated to overthrowing the brutal regime.

After years of trying to rid themselves of the Ebiharas without success, the ruthless leader of the Mishimas came up with a plan. Disguising his true intent, Osaka Mishima hired legendary swordmaster Usagi Miyamoto to create the ultimate weapon: the *daikatana*. Turning to the mystic arts, Usagi cultivated a vast template of arcane knowledge from which to forge the sacred sword—a sword capable of endowing its wielder with the ability to travel through time.

Well aware of Osaka's malevolent nature, Usagi refused to hand such a powerful weapon over to the Mishimas. Instead, he offered it to the Shogunate's nemesis, Inshiro Ebihara—but only on the condition that it be returned to him after the evil Mishimas had been vanquished.

In an epic battle atop Fujiyama, Inshiro used the awesome might of the *daikatana* to decimate Mishima's legions. Thousands died on that battlefield . . . and the Mishimas were finally overthrown. Convinced that the mystic sword was too powerful to be wielded by mere mortals, Usagi threw the daikatana into the heart of the raging volcano. And there it remained for the next thousand years . . .

The present

It is the year 2455 C.E., and expert martial arts instructor Hiro Miyamoto is confronted by a mysterious stranger named Toshiro who claims to have descended from the ancient Ebihara clan. Taking Hiro into his confidence, Toshiro recounts the tale of the *daikatana* and tells him of how the long-lost sword was recently recovered from the bowels of the now-dormant volcano—and then stolen by Kage Mishima, a descendant of the evil Osaka. Hiro is skeptical as Toshiro explains how Kage used the sword's magical properties to travel back in time in order to acquire a vaccine for the highly infectious Mutagenic Marburg-Pox filovirus that has nearly wiped out over two-thirds of the planet's inhabitants.

Stealing the vaccine from one of Toshiro's ancestors, Kage Mishima used his knowledge from the future to establish himself as a scientific genius and take credit for the cure. With the new resources at his command, he then built a vast financial empire and set himself up as self-appointed ruler of the modern world—effectively rewriting history to suit his diabolical purposes.

Adding to Toshiro's concern is the fact that his daughter Mikiko, whom he trained since birth to wield the *daikatana* in case it were ever found, has been missing ever since she struck out on her own to retrieve the stolen sword from Kage.

Seeing as how the swordmaster who forged the *daikatana* is Hiro's ancestor, Toshiro feels that no one is better suited to rescue his daughter, recover the sword, and change history back to the way it was than Hiro himself.

Before Hiro can get a chance to reply to the old man's supplications, he and Toshiro are suddenly ambushed by a cadre of Mishima's ninja assassins. Though Hiro quickly disposes of the assassins, Toshiro is mortally wounded during the scuffle.

With his dying breath, Toshiro desperately pleads with Hiro to embrace his noble heritage and accept the call to adventure. Reluctantly, Hiro agrees.

Bracing himself for the coming conflict, young Miyamoto must find a way to penetrate the defenses of the heavily-fortified Mishima Industries Headquarters building where Mikiko is being held captive.

Naturally, the entrance to the fortress is fraught with danger and hidden perils—its perimeter guarded by laser cannon turrets and automated monstrosities that have been genetically engineered to use extreme force against any unwelcome trespassers. Equipped with cybernetic enhancements surgically grafted to their carcasses, these lifeless harbingers of destruction are the sinister by-products of secret experiments being conducted within the massive bunker.

With nothing short of the world's fate at stake, a determined Hiro embarks on the quest of a lifetime. One that will tax his stamina and endurance to their limits—and change his life forever.

MENU SYSTEM

Configuration

Use the cursor to optimize video and audio settings for your system and set game options to your desired configuration. Included among these options is the ability to turn on or off sub-titles for the cinematics.

Keyboard controls can be customized by clicking on **ENTER** to set, **DEL** to delete. Clicking on the **DEFAULT** button will restore the original default settings.

It is possible to save multiple "configuration" files using the **CONFIG** menu. [See the *Default Configuration* section of the manual.]

NOTE: Your configuration file is saved out at two times. 1) Whenever you make changes using this menu before entering the game, or 2) when you make changes during the game and return to the game.

SINGLE PLAYER - Start new single-player campaign.

MULTIPLAYER - Allows you to start or join multiplayer games.

LOAD GAME - Load a previously saved single-player campaign.

SAVE GAME - Save current single-player campaign.

SOUND - Adjust audio settings.

VIDEO - Adjust video settings.

MOUSE - Adjust mouse configuration options.

KEYBOARD - Adjust keyboard configuration options.

JOYSTICK - Adjust joystick configuration options.

OPTIONS - Adjust weapons display options.

CONFIG - Load and save configuration files for different users on the same machine.

DEMOS - Record and play demos.

RESUME - Resume current game.

QUIT - Quit game.

IN-GAME INTERFACE

Interface

The main status information will be displayed on-screen. The status bar itself is divided into several sections, each with their own function.

At the bottom center is the Player status bar. **FRAGS** will be displayed instead of **LEVEL** during multi-player mode.

The sidekick info tabs are located on either side of the status bar. **MIKIKO** is on the left, **SUPERFLY** is on the right. If either sidekick is not in the Player's immediate vicinity, then their respective tab will disappear—thus informing the Player that they've lost sight of their companion.

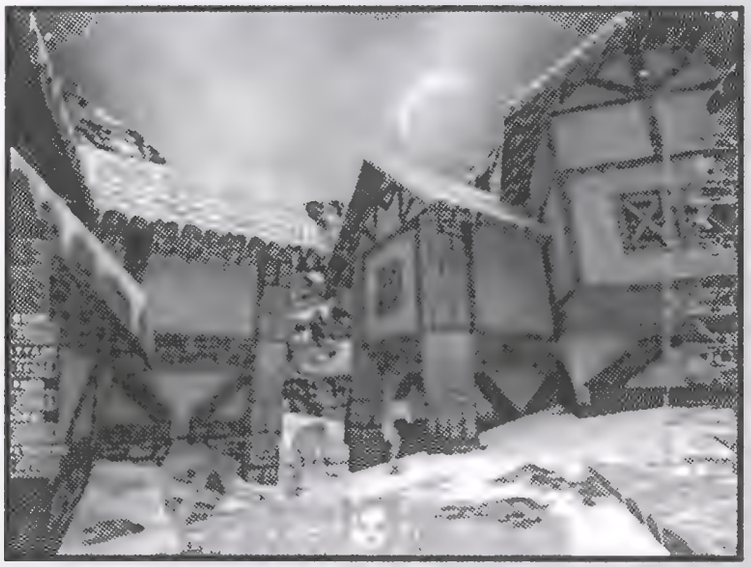
The two bars beside the sidekicks' pictures indicate their **HEALTH** (red) and **ARMOR** (yellow).

Above Mikiko's status tab is the **STATS** bar that contains the values of all five of the Player's attributes—**POWER**, **ATTACK**, **SPEED**, **ACRO**, and **VITALITY**. Surviving the various enemies the player encounters in the game allows the player to gain experience points. When an experience point is gained, the player will have the option of selecting which of the five attributes to assign it to. (If the entire **SKILL SYSTEM** has been disabled during Deathmatch, the **STATS** bar is not displayed.)

Above Superfly's status tab is an **INVENTORY** bar containing three cells for holding inventory information. There is also a **WEAPONS** bar that contains six cells for holding weapon information. (Weapon info is displayed by default.)

In **INVENTORY** display mode, the center cell is surrounded by a green light, indicating that this is the cell that selects which inventory item to use. Pressing the **USE** key will **USE** that inventory item if it's useable.

In **WEAPONS** display mode, the cells will be filled with the name of the weapon and how much ammo (numerical value) it has.



The **STATS** bar and the **INVENTORY/WEAPONS** bar is displayed at all times if the screen size is set to maximum.

One notch back from maximum will display just the main status bar and the sidekick tabs. Pressing the **STATUS INFO** key will pop up the **STATS** and **INVENTORY/WEAPONS** bars temporarily.

The **SIDEKICK COMMAND** interface is displayed when one of the Sidekick command keys is pressed. Use this to respond to a Sidekick's question, or to command an action of the Sidekick selected.

A **CHAT** bar graphic is displayed at the top of the screen only when you initiate chat mode. Type in your message and press **ENTER** to send. The text bar will then disappear.

DEFAULT CONTROLS CONFIGURATIONS

Forward	w	↑up	Move forward.
Backward	s	↓down	Move backward.
Step left	a		Turn a few degrees left.
Step right	d		Turn a few degrees right.
Attack	CTRL	MOUSE1	Use whatever weapon Player has in hand.
Jump	SPACE	r	
Use/Apply	ENTER	MOUSE2	Use/operate non-weapon objects.
Crouch	c		
Next weapon	q	MWHEELDOWN	Choose next weapon from inventory.
Previous weapon	e	MWHEELUP	Choose previous weapon from inventory.
Turn left	←left		Turn 90 degrees left.
Turn right	→right		Turn 90 degrees right.
Run	SHIFT		
Look up	r	INS	
Look down	f	DEL	
Center view	END		
Mouse look	/		
Inventory open	i		Display inventory.
Next item	.		Choose next item from inventory.
Previous item	,		Choose previous item from inventory.
Swap sidekick	p		
Command next	]		
Command previous	[		

SIDEKICK COMMANDS

Your sidekicks are here to help you and enhance your gameplay experience. When appropriate, they will follow your movements, stay at your side, and even help defend you from enemy attacks. Though the sidekicks are not under your complete control, you are responsible for their safety.

Keep in mind that it is important to listen to their feedback, since they may give you helpful hints during the course of the game.

List of sidekick commands

- **yes** - Affirmative response for sideback to pick up a weapon, health kit, or other item.
- **no** - Negative response for sideback to pick up a weapon, health kit, or other item.
- **stay** - "Wait here for me to call you."
- **follow** - "Come with me."
- **attack** - "Help fight."
- **no attack** - "Stay back, let me do it."
- **come here** - Summons sidekicks (if in range) to join you on the map.
- **pick up** - Commands them to pick up an item unless they don't want it.

EXPERIENCE SYSTEM

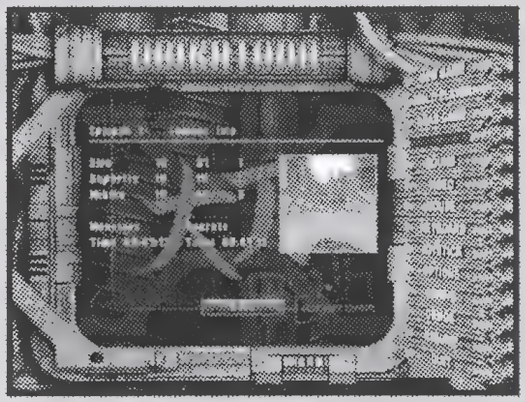
There are five attributes the player may augment as experience points are gained by defeating the enemies.

- Power- Determines the power of the player's weapon.
- Attack- Determines the fire rate of the player's weapon.
- Speed- Determines the speed of the player.

- Acro- Determines the height of the player's jumps.
- Vitality- Determines the maximum health of the player.

When one of the five power ups is found, the corresponding attribute is temporarily increased to its maximum value.

SAVING THE GAME



You will be able to save your game or load a previously saved game only if you have a save gem, which you can find on occasion throughout the game. Use them wisely--their number is limited!

Be aware that **SAVING** the game will not save a Player's keyboard configuration. Instead, it will be automatically saved when a player **QUITS** the game.

When a Player later restarts the game, the configuration will remain saved.

MULTIPLAYER

Multiplayer Selection Menu:

- Find an Internet Game
- Find a Local Game
- Start a Multiplayer Game

In addition to the above options, you may also select and name your character and team.

Find an Internet Game:
Click on a listed game, then click on Start! to connect. Game information may be updated by clicking on Refresh. You may also manually join a game by typing in the server's IP address.

Find a Local Game:
Click on a listed game, then click on Start! to connect. Game information may be updated by clicking on Refresh. You may also manually join a game by typing in the server's IP address.

Start a Multiplayer Game:
Create a multiplayer game with the options set as you prefer them.

EidosGames
To play Daikatana on the EidosGames site, you may use the link from the Start Menu.

GLOSSARY OF IN-GAME TERMS

Allow Armor –	Allow armor to be used in the game.
Allow Exiting –	Allow players to exit the level without being killed first.
Allow Health –	Allow health kits to be used in the game.
Allow Hook –	Allow use of grappling hook.
Allow Pwrups –	Allow power-ups to be used in the game.
Fast Switch –	Allows a player to change weapons faster than normal.
Fixed FOV –	Limits the user's field-of-vision.
Footsteps –	Footsteps become audible or silent.
Force Respawn –	Make the re-spawn command happen now.
Frag Limit –	The number of times you can die before having to re-start the game.
Instnt Pwrups –	Make instant power-ups available in the game.
Items Respawn –	Items re-materialize on the map.
Lookspring –	Look and then jump command.
Lookstrafe –	Look and then strafe (shoot wildly) command.
Same Map –	Use the same map as last time.
Shotgun Shells –	Display shotgun shells.
Spawn Frthst –	Place user's character at the farthest point from other players.
Weapon Ordering –	Lets user choose which weapons to use and in what order.
Weapons stay –	Weapons remain with you into the next area of play.

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TECHNICAL SUPPORT

Please read the following section before calling technical support:

Because of the millions of different hardware and software combinations possible with today's Personal Computers, you may still have to refer to your computer manufacturer of software publisher to properly configure their product to run our game.

Contacting Tech Support

If you have questions about the game, our Technical Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please fell free to contact us via e-mail, fax, telephone or letter.

If you need to talk to someone immediately, call us at (415) 547-1244. We are available to take your calls Monday through Friday between 9:00 a.m. to 5:00 p.m., Pacific Standard Time. If possible, be at your computer when you call. The support representative will need specific information about your computer and may need you to access or change some of the files while you are on the telephone. If it is impossible for you to be at your computer, be sure to have the following information:

A listing of your computer's hardware and the settings from Device Manager, including what sound and video card your system has. (Contact your computer manufacturer if you aren't sure.)

- What version of Windows® you are using.
- What version of DirectX® is currently loaded on your computer?
- How the game is currently configured.

Note: Our Technical Support agents do not have access to game hints, tips, strategies or codes. Please direct all game play inquires to the 900 hint line listed below.

TECHNICAL SUPPORT

How to Reach Us:

World Wide Web: http://www.eidosinteractive.com/help.html
Product Warranty Inquires: cs@eidos.com
FTP: ftp://ftp.eidosinteractive.com/pub
Internet e-mail: techsupp@eidos.com
Tel: (415) 547-1244
Fax: (415) 547-1201 or (415) 537-0095

Mail: Eidos Interactive Customer Support
651 Brannan Street, 4th floor
San Francisco, CA 94107

Hint Line: Eidos Interactive's 24-hour automated hint line number is (900) 773-4367. The charge is $.99 per minute. You must be 18 years or older; or have your parent's permission to call.